

GAME BOY ADVANCE

Disney PRESENTS A PIXAR FILM

AGB-BIQE-USA

THE INCREDIBLES

RISE OF THE UNDERMINER



INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH
GAME BOY® ADVANCE OR NINTENDO DS™
VIDEO GAME SYSTEMS.**

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device.

If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

EVERYONE



Cartoon Violence

ESRB CONTENT RATING

www.esrb.org

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

3

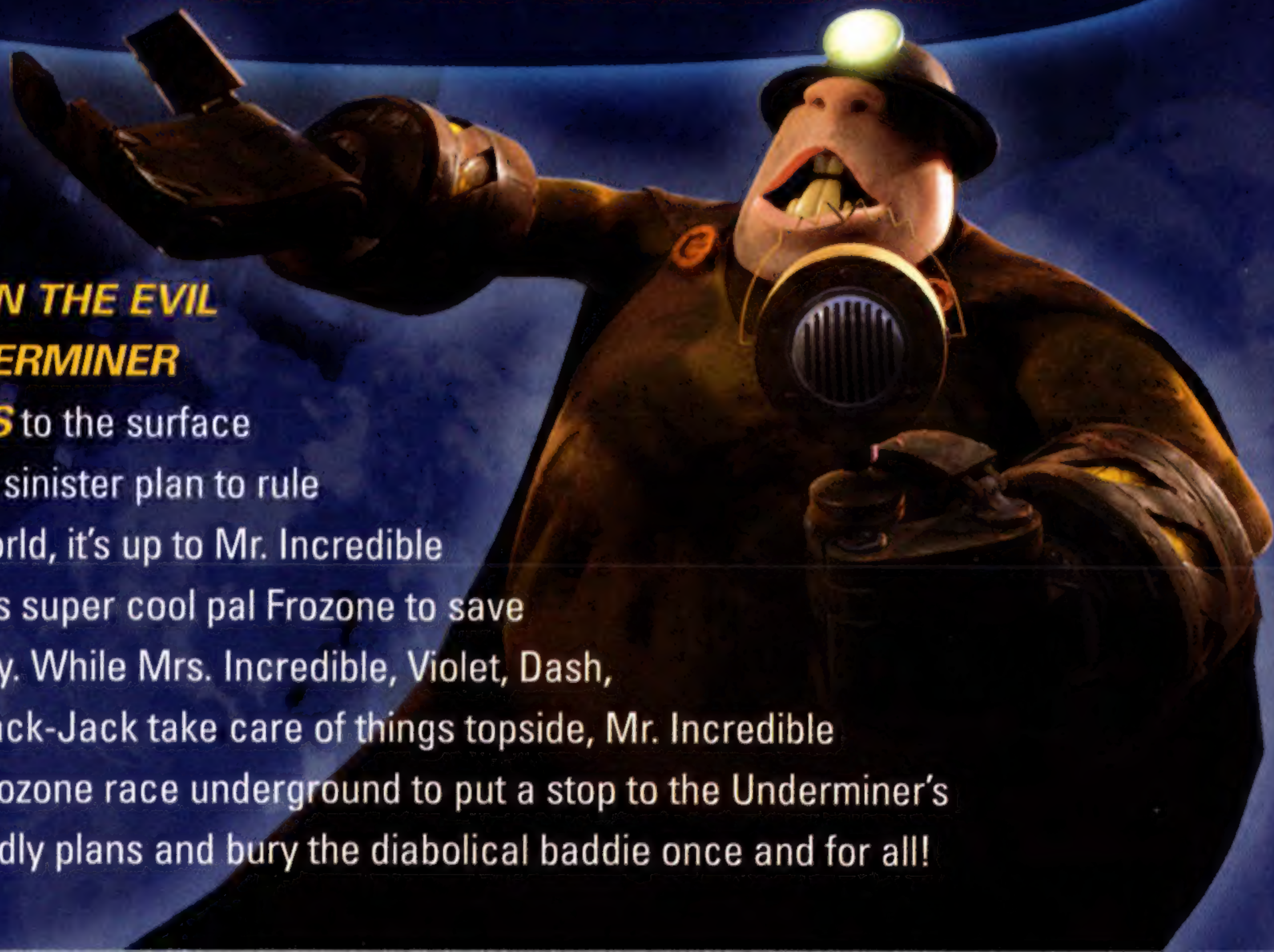
Rise of the Underminer	4
Set Up	5
Controls	6
Main Menu	8
Game Screen	10
Super Items	11
Credits	12
Limited Warranty	20

4

RISE OF THE UNDERMINER

WHEN THE EVIL UNDERMINER

RISES to the surface with a sinister plan to rule the world, it's up to Mr. Incredible and his super cool pal Frozone to save the day. While Mrs. Incredible, Violet, Dash, and Jack-Jack take care of things topside, Mr. Incredible and Frozone race underground to put a stop to the Underminer's dastardly plans and bury the diabolical baddie once and for all!



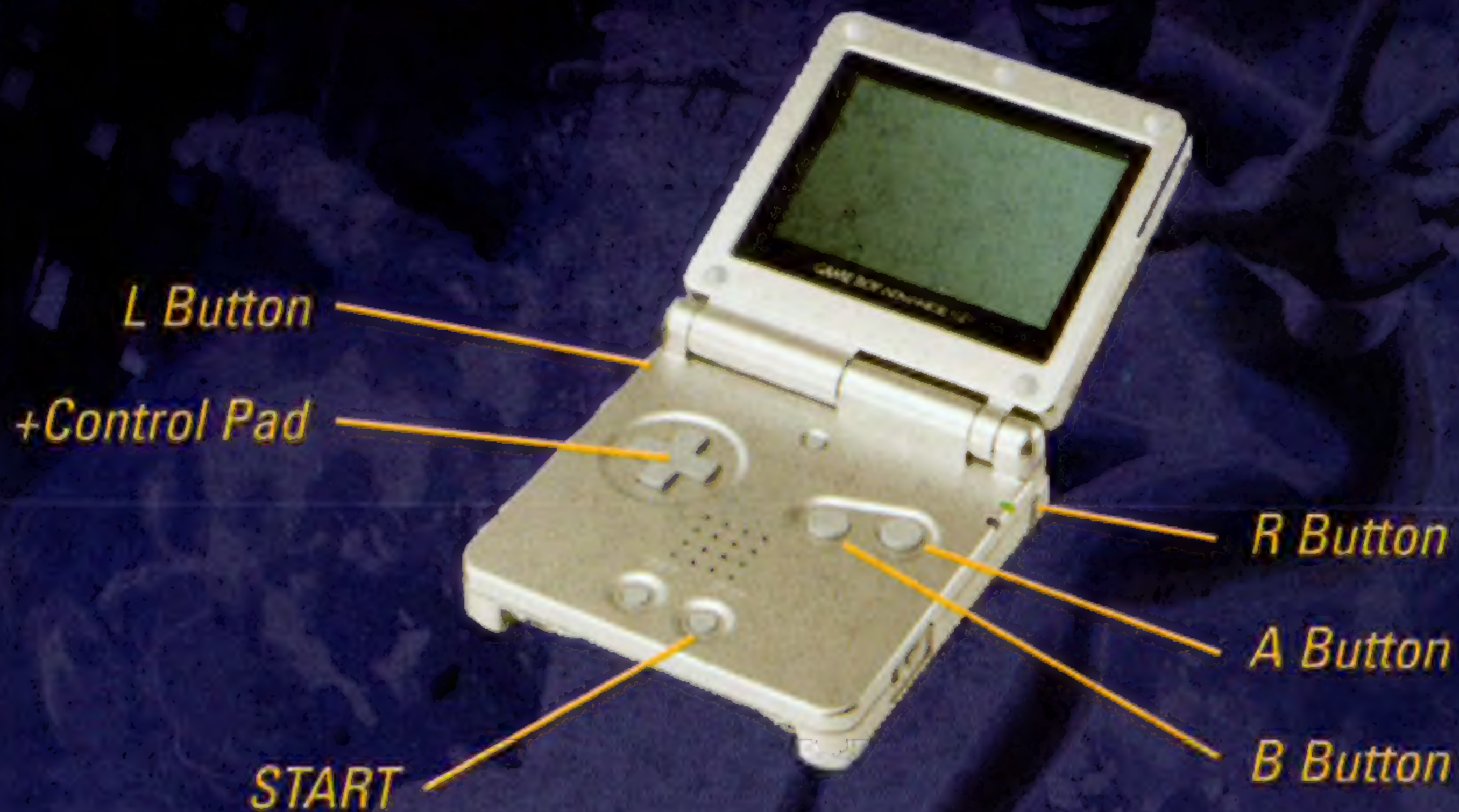
SET UP

5

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance SP. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Disney Presents a Pixar Film, The Incredibles: Rise of the Underminer* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The title screen should appear (if you don't see it, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

NINTENDO® GAME BOY® ADVANCE SP



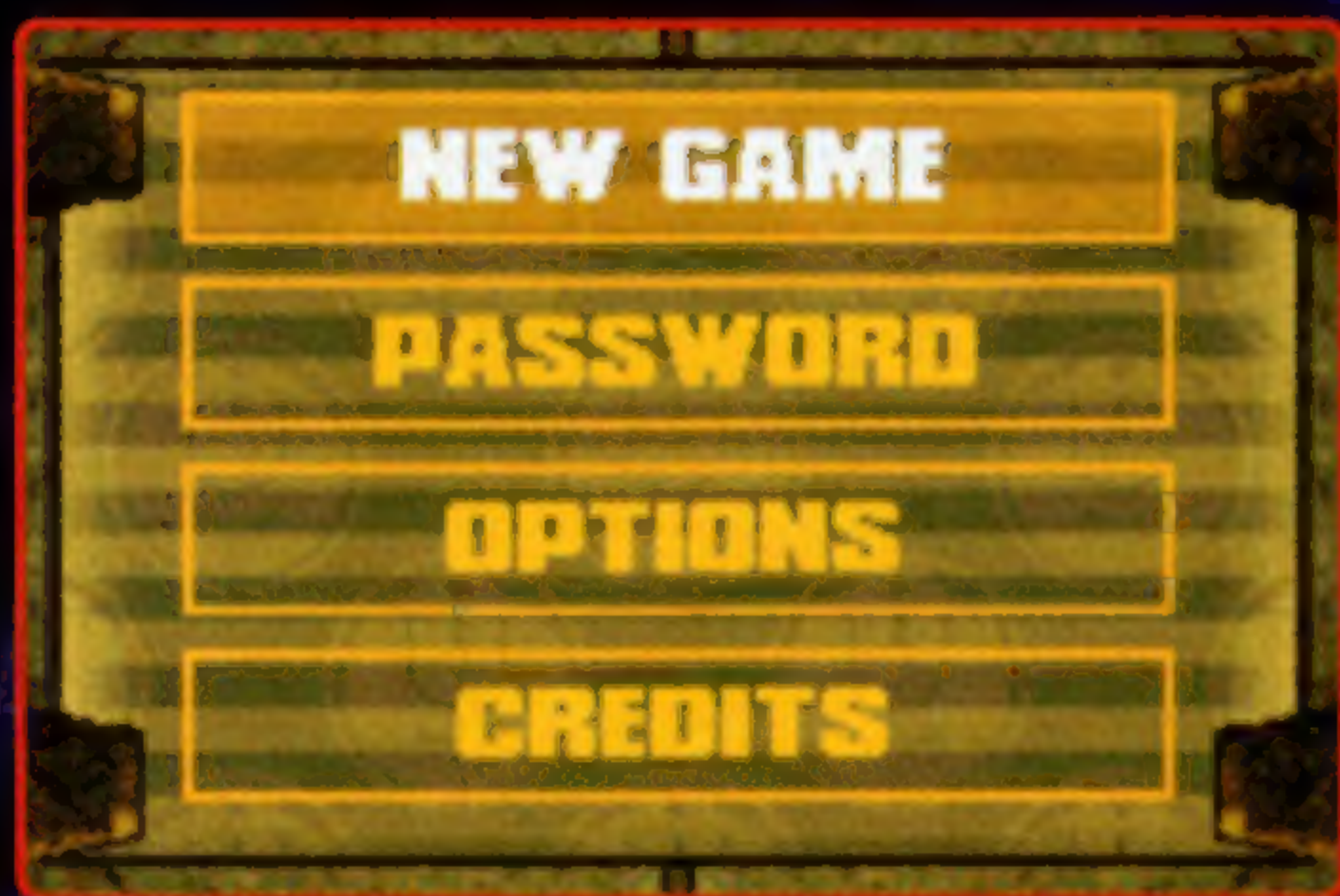
CONTROLS

7

GAME CONTROLS

- +Control Pad Move Left and Right/Double Tap to Dodge
- A Button Jump
Double Tap for Frozone's Ice Glide, which can then
be controlled with the +Control Pad
- B Button Attack/Throw
- A Button + B Button Super Attack
Mr. Incredible: Incredi-Slam
Frozone: Launch Ice Storm
- L Button Switch between Mr. Incredible and Frozone
- R Button Mr. Incredible: Pick Up Frozen Enemy/Lift Doors or Mashers
Frozone: Fire Ice Bolt (Hold to target Ice Bolt
using +Control Pad and release to fire) Ice Bolt is useful
for freezing spouts and certain enemies.
- START Pause game, allowing access to in-game menu

MAIN MENU



Use the +Control Pad and A Button to choose from the following:

New Game: Starts a brand new adventure and proceed to the Difficulty Menu.

Password: Enter your password to continue a previously saved game.

Options: Customize your game with the following options:

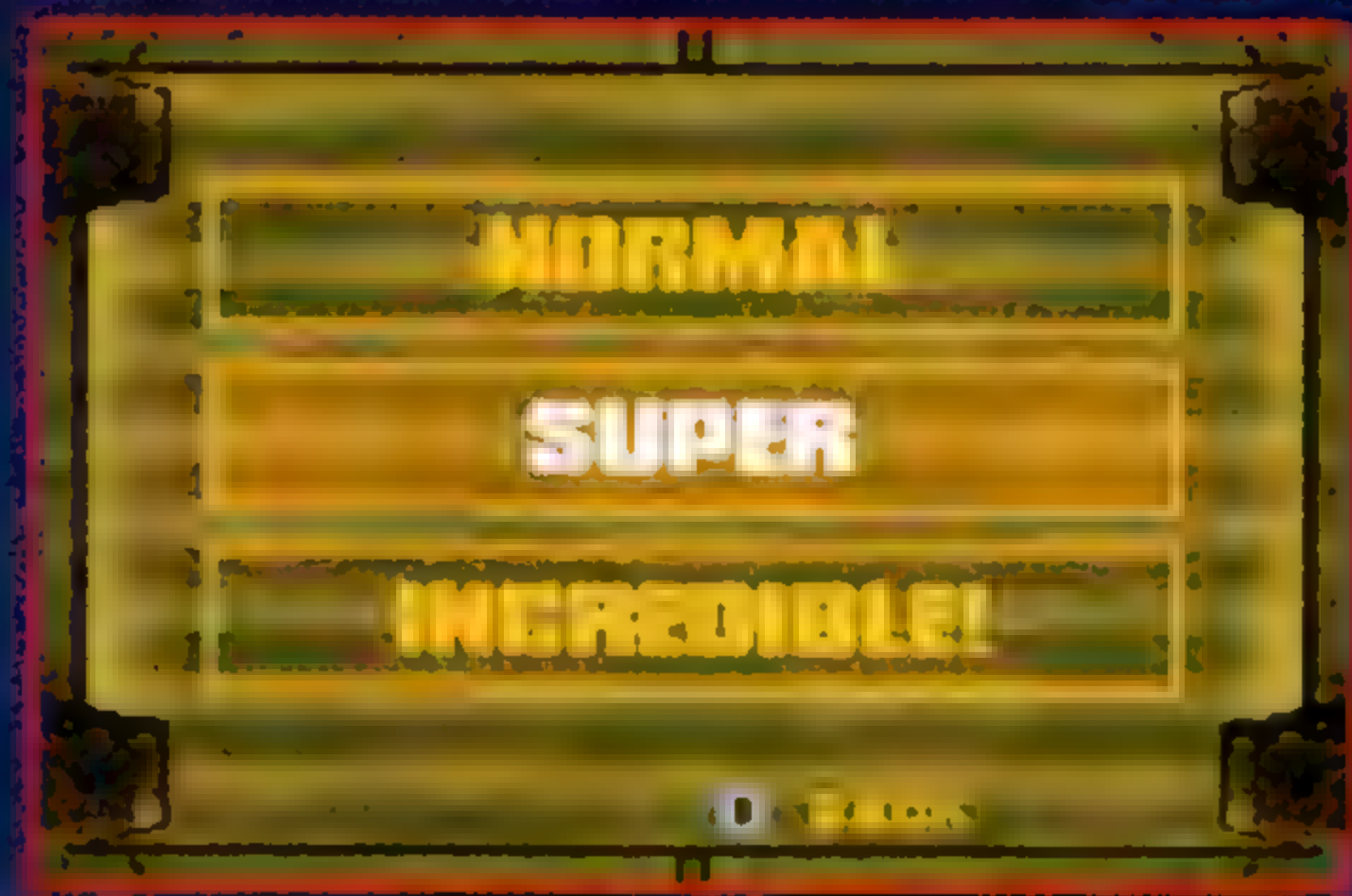
Music: Turn background music ON or OFF.

SFX: Turn sound effects ON or OFF.

Credits: View the list of incredible people who helped create this game.

MAIN MENU

9



When starting a new game choose from three different levels of difficulty.

Normal: The player begins with seven tries and five continues.

Super: The player begins with five tries and four continues.

Incredible!: The player begins with three tries and three continues.

GAME SCREEN

STAMINA BAR

The Stamina Bar in the top left hand corner shows the player's current stamina. When the bar is reduced to zero, the character falls to his knees in exhaustion and loses one try.

INCREDI-METER

The Incredi-meter in the top right hand corner indicates the amount of time the player can spend using his or her most powerful attacks and abilities. Mr. Incredible and Frozone will be outlined with white when using powers, which drain your Incredi-meter. Use your powers wisely!



SUPER ITEMS

11



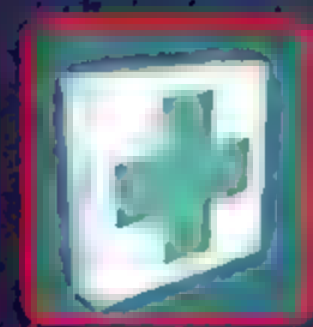
INCREDI-BOOST

Temporarily pegs the Incredi-meter at full.



EXTRA TRY

Gives the player another try.



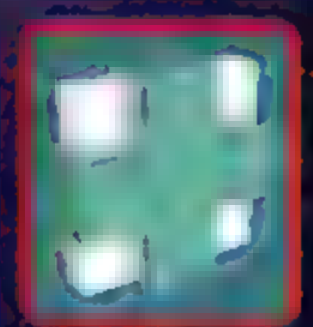
SMALL MEDKIT

Restores a quarter of the Stamina Bar.



SILVER TOKEN

Gives the player a Point Bonus.



LARGE MEDKIT

Restores the entire Stamina Bar.



GOLD TOKEN

Gives the player a large Point Bonus.

CREDITS**HELIXE****Lead Designer/Producer**

Sean Hyde-Moyer

Game Design

Chris Bruser

Andrew Ziegler

Lead Artist

Jason D. Beene

3D Artists

Christopher D. White

Gareth Hinds

Kurt Bickenbach

Lead Animator

John "z0mbi" Beauchemin

3D Animator

Haissam Badawi

UI/Cutscene/Texture Artist

Jason D. Beene

Particle Effects Artist

Sean Hyde-Moyer

Lead Programmer

Jason Benham

Programmming

William S. Farquhar III, esq.

Mat MacKenzie

B.A. Smith

Jeff "bodisafa" Dixon

Alex Duran

Tools Programming

William S. Farquhar III, esq.

Michael "eloist" Seegers

B.A. Smith

Xavier Javornicki

Peter Lim

3DSMax Scripting

William S. Farquhar III, esq.

Sean Hyde-Moyer

Tim Borrelli

Sound and Music

Mashi Hasu

Technical Director

Jeff "bodisafa" Dixon

General Manager

Kurt Bickenbach

Project Manager

Mark Tsai

Office Manager

Karen Brennan

IT Support

Andy Meuse

THQ INC.**Senior Vice President Worldwide Marketing****Peter Dille**

Director Global Brand Management

John Ardell

Senior Global Brand Manager

Trent Hershenson

Brand Manager

Ali Bouda

Director of Creative Services

Howard Liebeskind

Creative Services Manager

Kirk Somdal

Creative Services Coordinator

Melissa Donges

Director of Media Relations

Liz Pieri

Senior Media Relations Manager

Kristina Kirk

Media Relations Manager

Kathy Mendoza Bricaud

Instruction Manual

John E. Deaver

CREDITS

13

Packaging and Manual Design
PRICE

Quality Assurance
Director, Quality Assurance
Monica Vallejo

QA Manager
Mario Waibel

Test Supervisor
David Sapienza

Test Lead
Michael Alvarino

Testers
Natalie Brennan
Gilbert Fucci
Anell Gilmore
Justin Gray
Josh Kimmel
Keith Kuramoto
Mike Melody-Davidson
Paul Oh
Averil Williams

First Party Supervisor
Evan Icenbice

First Party Specialists

Adam Affrunti
Scott Richie
Todd Thommes

QA Technicians
Richard Jones
David Wilson

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

Database Applications Engineer
Jason Roberts

Game Evaluation Team
Sean Heffron
Scott Frazier
Matt Elzie

THQ INTERNATIONAL

Director, Global Brand Management
Michael Pattison

Senior Global Brand Manager
Jennifer Wyatt

Marketing and Services Manager
Julien Socquet-Clerc

Global PR Manager
Neena Patel

Senior Project Manager Art
Till Enzmann

Internal Creative, DTP Operator
Anja Untiet

Detlef Tapper
Dirk Offenberg
Jens Spangenberg
Ramona Sackers
Ramona Stell

Director of Localization
Susanne Dieck

Localization Engineer
Bernd Kurtz

CREDITS

Head of UK Marketing

Richard Williams

UK Product Marketing Manager

Angela Bateman

UK PR Manager

Helen Myers

Head of Product Management,

Germany

Christina Ettlebrueck

Head of PR, Germany

Raoul Birkhold

Marketing Director, Asia Pacific

Mike Kolodzinski

Assistant Marketing Manager, Asia

Pacific

Elizabeth Kotevska

PR Manager, Asia Pacific

Estelle Cleaver

Marketing Director, France

Delphine Duclos

Marketing Manager, France

Virginie Zerah

PR Manager, France

Aurelie Le Jollec

Director of Business Development,

Japan

Yoji Takenaka

Business Development Coordinator,

Japan

Atsuko Otani

Country Manager, Korea

Sam Park

Product Manager, Korea

Bruce Baek

Operations Coordinator, Korea

Tina Lee

Special Thanks

Kris Buccieri

Roy Campbell

Miguel Canut

Jenni Carlson

Ian Curran

Rory Donnelly

Chad Ellman

Brian Farrell

Christopher Folino

Germaine Gioia

Martin Good

Axel Herr

Dave Hoffman

Jim Kennedy

David Kim

Lupe Ocaranza

Terri Schick

Tiffany Ternan

John Trudeau

Fernando Velloso

CREDITS

15

PIXAR

Director

Brad Bird

Producer

John Walker

Script/Story Lead

Mark Andrews

Animator

Mike Venturini

Director of Marketing

Mary Conlin

Consumer Products Manager

Michele Spane

Consumer Products Project Manager,

Interactive

Anne Moore

Consumer Products Production Assistant

Jonathan "Jrod" Rodriguez

Consumer Products Artist

Ben Butcher

Special Thanks

Andy Dreyfus

Leeann Alameda

Angus MacLane

DISNEY INTERACTIVE

Associate Producer

Bob Quinn

Senior Producer

Robert Coshland

Executive Producer

Rachel DiPaola

Localization Manager

Megumi Arai

Localization Manager, EMEA

Stéphan Gonizzi

Senior Marketing Manager

Rob Alvarez

Associate Marketing Manager

Angela Adams

Senior Marketing Manager, EMEA

Carole Degoulet

Special thanks to our "Incredible"

Disney Friends:

Andrew Nigel Fisher

Barbara Gleason

Philippe Juton

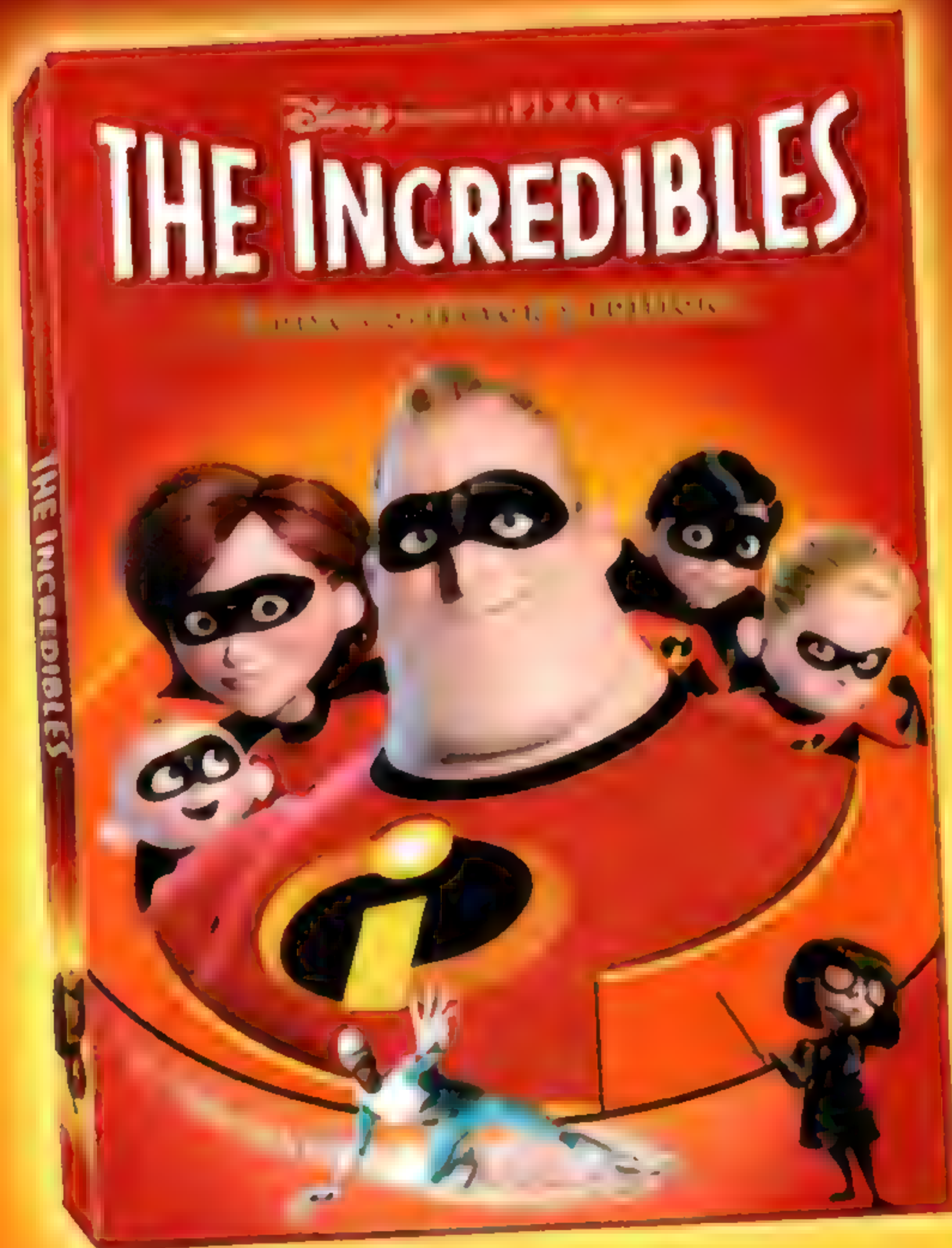
Tamira Webster

Jacqueline Sandee Valle



The Incredibles © Disney/Pixar. Licensed by THQ Inc. Developed by Helix. Helix, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.





FROM THE CREATORS OF FINDING NEMO

DVD BONUS FEATURES

- *Jack-Jack Attack* Original Short
- Deleted Scenes
- Hilarious Outtakes
- And Much, Much More!

NOW ON DVD

PG PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN
For Action Violence

Bonus Material Not Rated

Distributed by Buena Vista Home Entertainment, Inc.,
Burbank, CA 91521. © Disney/Pixar

P I X A R
ANIMATION STUDIOS



AVAILABLE NOW

www.incrediblesgame.com



Disney PRESENTS A PIXAR FILM

THE INCREDIBLES

EVERYONE



Violence

ESRB CONTENT RATING

www.esrb.org

PIXAR

ANIMATED STUDIOS



www.thq.com

GAME BOY ADVANCE

© Disney/Pixar. © 2004 THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. THE INCREDIBLES IS A WALT DISNEY PICTURES PRESENTATION OF A PIXAR ANIMATION STUDIOS FILM. TM, ©, Game Boy Advance is a trademark of Nintendo.

REGISTER YOUR GAMES ONLINE



MY THQ

at www.thq.com

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future

WARRANTY & SERVICE

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **32194**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.

Customer Service Department

29903 Agoura Road

Agoura Hills, CA 91301

WARRANTY & SERVICE

21

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof-of-purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof-of-purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

Disney PRESENTS A PIXAR FILM



Video Game Available Spring 2006



P I X A R
ANIMATION STUDIOS



GAME BOY ADVANCE

NINTENDO DS



THQ INC., 29903 Agoura Road, Agoura Hills, CA 91301

Cars © Disney/Pixar. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ®, Game Boy Advance, Nintendo DS and the Nintendo GameCube logo are trademarks of Nintendo. PRINTED IN USA. 106229